PINK DRAGON

Pink dragons can be found almost anywhere, most frequently in some form of underground lair. Many hapless adventurers have been fatally fooled by the dragon's dopey appearance and delicate pink coloration. Pink dragons love to talk, but they are prone to eat those who do not laugh at their jokes.

Draconic Comedians. Pink dragons, unlike most of their chromatic cousins, have an incredible sense of humour. While many other dragons hoard gold, treasure, or other such foolish things, the pink dragon hoards jokes. To these creatures, a great joke is worth a king's ransom, and stealing their comedic material is grounds for destruction. Bards be warned.

Fun Loving Ancients. Pink dragons are good natured for the most part, however, they do take a sadistic delight in berating their enemies while overwhelming them with soapy bubbles. Watching an enemy slip and struggle to stand while they crack jokes is common practice.

Adult Pink Dragon

Huge dragon, chaotic neutral

Armour Class - 18 (natural armor)
Hit Points - 210 (20d12 + 80)
Speed - 40 ft., climb 40 ft., fly 80 ft.

STR 26 (+8)
DEX 12 (+1)
CON 25 (+4)
INT 18 (+4)
WIS 12 (+1)
CHA 26 (+8)

Saves DEX +6, CON +9, INT +9, CHA +13
Skills Perception +6
Condition Immunities blind, charmed
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16
Languages Common, Draconic
Challenge 15 (13,000 XP)

Proficiency Bonus +5

Traits

Comedic Timing.
The dragon has advantage on initiative rolls.

Legendary Resistance (3/Day).
If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack.
The dragon can use its comedic presence. It then makes three attacks: one with its bite and two with its claws.

Bite.
Melee Weapon Attack: +13 to hit, reach 10 ft., one creature.
Hit: 19 (2d10 + 8) damage plus the target must make a DC 21 Dexterity saving throw to avoid being blinded for 1d4 rounds.

Claw.
Melee Weapon Attack: +13 to hit, reach 5 ft., one creature.
Hit: 15 (2d6 + 8) damage.

Tail.
Melee Weapon Attack: +13 to hit, reach 15 ft., one creature.
Hit: 25 (2d8 + 8) damage.

Comedic Presence.
Each creature of the dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or be thrown into a fit of laughter for 1 minute. While laughing, the creature falls prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected. A creature can repeat the saving throw at the end of each of its turns or anytime it takes damage, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's comedic presence for the next 24 hours. If the dragon uses its comedic presence and is unable to affect a single creature, it can immediately make a tail attack.

Bubble Breath (Recharge 5-6).
The dragon exhales goopy bubbles in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw to avoid becoming covered in slippery slime. All creatures that fail their saving throw are blinded for 2d4 rounds. The area where the dragon exhaled its bubbles becomes difficult terrain and every creature who wishes to move within the area must succeed on a DC 16 Dexterity saving throw for every 5 feet of movement they wish to make, falling prone on a failed save. After 10 minutes the bubbles fade and the area is no longer affected.

Legendary Actions

The Adult Pink Dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Adult Pink Dragon regains spent legendary actions at the start of their turn.

Mock.
The dragon casts *Hideous Laughter* (DC 21).

Tail Attack.
The dragon makes a tail attack.

Good Impression (Uses 2 Actions).
The dragon casts a spell it has seen another creature cast within the past hour. The dragon's save DC is 21 and its spell attack modifier is +13.